Cromemco

Z80 Monitor

Instruction Manual

Five Dollars

Cromemco

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Table of Contents

Introduction

The Z80 Monitor makes it possible to control computers which use the CROMEMCO ZPU[tm] from a terminal keyboard. It includes executive commands to examine and change memory, make a binary or an ASCII dump of memory, move and compare blocks of memory, output a byte of data to any port, read, write, and punch nulls on binary paper tapes, program 2708 and 2704 PROMs using the CROMEMCO BYTE-SAVER, and initialize and control both serial ports on the CROMEMCO TUART.

Transfer of control to a program in memory can be commanded from the keyboard with up to five breakpoints set and with the initial contents of the ZPU registers specified. When a breakpoint is encountered during execution, control is transferred back to the monitor and the contents of all 22 ZPU registers are stored. These register values can be examined and changed before execution of the program is resumed.

Entry Points

The Z80 Monitor has three entry points. A cold-start entry at E000 hex selects bank 0 on CROMEMCO memory boards and UART A on the CROMEMCO TUART. It initializes the baud rate of the UART to match that of the terminal being used. In addition, it saves the contents of the Z80 registers I, N (IFF), S (SP) , X (IX) , Y (IY) , A' , B' , C' , D' , E' , F' , and H' (HL') in the user-register area which is part of the system stack. (If the Z80 stack pointer is pointing to RAM, then all registers except A and P (PC) will be saved.) The contents of these registers are restored when the monitor is exited by means of the GO command.

The warm-start entry point at E008 hex is provided so that the monitor can be re-entered without affecting the memory banks or the UART. The same registers are saved as for the cold-start entry point.

The third entry point is used by the breakpoint facility. Entry here saves the contents of all registers. Memory banks and UART are unaffected.

System Stack

The monitor does not require the user to address a RAM board at a special place in memory for its stack and working storage area. (However, if the breakpoint facility is used, there must be either RAM at locations 30, 31, and 32 hex or PROM with the data C3, 45, E0 hex at those locations.) The monitor finds the highest page of RAM active in the machine and places its stack and temporary storage area there. At least 60H or 96 bytes of this page must be reserved for system use. If the multiple command facility is used, each additional command in a command line requires an additional 20 hex or 32 bytes stack room. (See Multiple Commands.)

Command Format

The Z80 Monitor is controlled by one and two-character commands from the terminal keyboard. The format is free-form with respect to spaces.

In the following, DM is the Display Memory command and S is the Swath operator (see below). The four examples are equivalent commands. They display the contents of 100 hex bytes of memory beginning with location 1000 hex. (' (CR) ' indicates a carriage return.)

```
DM1000 10FF (CR)
DM1000S100(CR)
 D  M  1000     10FF (CR)
 D  M  1000 S   100  (CR)
```

When entering an address as a operand, only the last four digits typed in are retained. For example, '321000' is read as '1000'. Therefore, if a wrong digit is entered, continue typing until the last four digits are correct.

Only the last two digits typed are retained when a two-digit number such as a data byte is entered.

Swath Operator

There are two ways to specify the address range of many commands. The first is to simply list the beginning and ending addresses (and, where appropriate, the destination address). For example, the first command below programs the range 0 through 13FF into PROMs starting at E400. The second command displays the contents of memory between addresses E400 and E402.

```
P0  13FF E400
DME400  E402
```

Another way to do the same thing is to use the Swath operator, S, to specify the width of the address range rather than state the ending address explicitly.

```
P0  S1400 E400
DM E400S3
```

Multiple Commands: The After Operator

The After operator, ' < ', can be used to place more than one command on a command line. All of

the commands on the command line are executed before the monitor returns with its prompt ' : ', for a new command.

With this feature, the monitor can write an area of memory onto paper tape preceded and followed by a sequence of nulls without any undesirable carriage-returns or prompts inserted by the monitor.

Example 1

Assume that the terminal being used is a teletype-writer with paper tape punch. In order to write the contents of 400 hex bytes starting at 100 hex with a leader of 95 hex nulls and a trailer of 80 nulls, type:

:N80 < :W100 S 400 < :N 95 (CR)

where the colons are prompts provided by the monitor. Turn on the paper tape punch **after** typing the carriage-return in order to avoid writing it onto the tape.

There are several points to be made about the use of the After operator:

(a) The order of execution of the commands is from right to left. Hence, the name 'After' and the shape ' < '.

(b) The After operator is logically equivalent to a carriage-return. Anywhere a carriage-return can reasonably appear in a command, the After operator may be used instead. However, no commands in the line are executed until an actual carriage-return is typed.

(c) If any of the GO commands appears in a multiple-command line, it must be the last command executed, i.e., the first command typed.

(d) Each additional command on a line adds from 10 to 20 hex bytes to the system stack size.

Example 2

Assume that we are using a CROMEMCO TUART I/O card with a console connected to UART A and with a paper tape reader and punch connected to the input and output, respectively, of UART B. Assume that the baud rate of UART B has already been set to that of the reader and punch. (See Baud Rates pg. 3.) We can copy a paper tape by switching the current UART to B, reading the tape into a memory buffer, writing a leader, writing the buffer to the punch, and finally switching the current UART back to A, the console, by typing:

:UA < :W0S2000 < :N80 < :R0S2000 < :UB (CR)

In this case, we can leave the reader and punch on all the time. There is no question of a carriage-return from the command line being punched onto the paper tape since two different UARTs are involved.

Perhaps we forgot to write nulls as a trailer to the output tape. After the prompt, ' : ', again appears on the console, we can rectify this by typing:

:U A < :N 80 < : U B (CR)

where, again, all colons are provided by the monitor.

Example 3

Suppose we wish to make three copies of the same PROM. Assume that the source is in RAM at location 0 and that we want three identical copies in PROMs located at E400, E800, and EC00 hex. The following command line will accomplish this:

:P0S400 EC00 < :P0S400 E800 < :P0S400 E400 (CR)

Example 4

Either of the following will initialize the baud rate of a terminal connected to UART B of the TUART:

:I < :UB (CR)
:UA < :I < :UB (CR)

After entering one of these commands on the console connected to UART A, push CARRIAGE-RETURN on the other terminal until the monitor prompt ' : ' appears.

Example 5

Assume that we would like to take a brief nap to refresh ourselves but have no alarm clock. Assume further that two beeps of the console bell spaced 2.1 seconds apart are sufficient to wake us and that the console can run at 300 baud. Since the Display Memory command takes 63 characters to display 10 hex or 16 bytes of memory, at 300 baud it takes 2.1 seconds or 0.035 minutes to display 10 hex bytes.

Number of Bytes (hex)	Time (minutes)
10	0.035
640	3.5
C80	7.0
1900	14.0
3200	28.0
6400	56.0
C800	112.0

First, we re-initialize the UART by typing the following:

:I (CR)

Set the console baud rate to 300 and push the CARRIAGE-RETURN until the monitor issues its prompt, ' : '.

To ring the bell, output 7 to port 1. For a nap of 14 minutes:

:O 7 1 < :DM0S10 < :O7 1 < :DM0S1900 (CR)

Errors and Escapes

When the monitor detects an error condition, the command is aborted, all breakpoints are cleared, and a '?' is printed followed by the prompt ' : ' for the next command.

Any command may be aborted from the keyboard either when the monitor is requesting further input, or during print-out, by depressing either the ESCAPE or the ALT MODE key. CONTROL-SEMI-COLON, CONTROL-SHIFT-'K', and ' } ' may also work.

Input and Output

The monitor assumes that a data transfer occurs on I/O port 1. Status flags are transmitted over input port 0. The data-available flag is on bit 6 of input port 0. The transmitter-buffer-empty flag is on bit 7 of input port 0. Both flags are active high.

To use the CROMEMCO TUART with the monitor, set switches 1, 7, and 9 of the 10-position TUART switch OFF, all others ON. The currently selected UART uses I/O port 1 for date transfer and input port 0 for status flags. The UART which is not current uses I/O port 51 hex for date transfer and input port 50 hex for status flags. (The UARTs are selected by means of the UART command.)

The following locations may be changed for different I/O conventions:

Status port number (00): E00F, E020
Input data port number (01): E014
Output data port number (01): E027
Input-data-available mask (40): E011
Output-transmitter-buffer-empty mask (80): E022

For active-low status flags change locations E019 and E379 from 28 hex to 20 hex and change location E120 from 20 hex to 28 hex.

Baud Rates and UART Selection

When the monitor is entered at E000 hex, the cold-start entry point, push CARRIAGE-RETURN until the monitor responds with:

CROMEMCO ZM1.4

The monitor is capable of selecting 19200, 9600, 4800, 2400, 1200, 300, 150, or 110 baud when used with the CROMEMCO TUART I/O board.

The maximum number of carriage-returns required to select any of these baud rates is four. (Two carriage-returns are required for any UART with a fixed baud rate.)

The baud rate can also be changed by using the Initialize command (see page 5).

Some peripheral devices such as paper tape readers or punches may have no keyboards. The TUART baud rate can also be set by outputting a data byte from the following table to port 0 for the currently selected UART or to port 50 hex for the unselected UART. (To make UART B current, output 80 hex to port 4. For UART A, output 0 to port 54 hex. UART selection can also be accomplished by means of the monitor's UART command, U).

Baud Rate	Data Byte
110	01
150	82
300	84
1200	88
2400	90
4800	A0
9600	C0

The baud rate can be octupled by outputting 10 hex to port 2 for the selected UART or to port 52 hex for the other UART. Outputting 0 to these ports brings the baud rate back to normal.

Interrupts

The monitor can be used to enable interrupts in the Z80. This is done by changing the value of the N register to 1 by using the Substitute Register command, SN. (The N register stores the value of the Z80 interrupt flip-flop at the time the monitor is entered.) Then interrupts will be enabled when one of the Go commands is given.

Note, however, that the interrupt mask registers on the TUART must have been set previously, either by a user program or by the monitor. (If this is not done, then an immediate interrupt will be generated because the print buffer is empty.) To mask out all interrupts output 0 to port 3 for the current UART and to port 53 hex for the other UART.

The mask bit corresponding to each of the possible interrupts is given in the following table:

Bit	Interrupting Device
0	Timer 1
1	Timer 2
2	Sens (external)
3	Timer 3
4	Receiver Data Available
5	Transmitter Buffer Empty
6	Timer 4
7	Timer 5 or external

For example, to allow only interrupts from the serial input port and from Timer 1 on the current UART, output 11 hex to port 3 and 0 to port 53 hex.

Loading the Monitor

The paper tape can be loaded into RAM and thence into PROM as follows.

Temporarily address a RAM card at E000 hex. Address the BYTESAVER card at some other address, say A000 hex. Place an erased 2708 in PROM position 1 (A400 hex).

Enter the following loader program via the front panel switches at any convenient address. Since it only contains relative jumps, it will execute anywhere in memory without change. The places that may need to be altered for different I/O conventions are underlined.

```
21 00 E0          LD HL, 0E000H
DB 00     LOOP:   IN A, (STATUS)
E6 40             AND DAV
28 FA             JR Z, LOOP
DB 01             IN A, (DATA)
77                LD (HL) , A
23                INC HL
18 F4             JR LOOP
```

Align the first byte of data on the paper tape over the read sensors of the paper tape reader. Begin execution of the loader program and then turn on the reader. After the tape is read, stop the reader.

If necessary, change the monitor locations indicated above to fit your I/O conventions.

Execute the monitor starting at location E000 hex. Depress carriage return several times to set the baud rate to suit your terminal The monitor will now program itself into the PROM at A400. Turn on the BYTESAVER program power switch and enter the following command:

P E000 S 400 A400 (CR)

If the PROM programs correctly, the monitor will respond with a line feed and the prompt ' : '. Turn off the program power switch and the computer power switch. Re-address the BYTESAVER to E000 and move the monitor PROM to PROM location 0. Change the RAM address to something other than E000. You are then ready to use the monitor in PROM.

Using the Monitor

Set the power-on jump switch on the Cromemco ZPU card to E (1110 binary). Whenever the computer is reset, control will then immediately pass to the monitor.

If the ZPU is used with the Cromemco TUART I/O card, depress CARRIAGE-RETURN two to four times. This will set the UART on the serial interface card to the baud rate of the terminal being used.

When used with a serial interface card with baud rate fixed to that of the terminal, simply depress CARRIAGE-RETURN twice. The monitor will then respond:

CROMEMCO ZM1.4

followed by a prompt ' : '. The monitor is then ready to accept commands from the keyboard.

COMMANDS

DISPLAY MEMORY

[1] DM beginning-addr ending-addr (CR)

or

DM beginning-addr S swath-width (CR)

The contents of memory are displayed in hexadecimal form. Each line of the display is preceded by the address of its first byte. Example:

```
:DM100 S3
0100: C3 34 7F
```

DISPLAY REGISTERS

[2] DR (CR)

When the monitor is re-entered from a breakpoint, the contents of all the Z80 registers are stored in an area called the user-register area. (When the monitor is entered via reset or the warm-start entry point, all registers except A, B, C, D, E, F, HL, and P are saved in the user-register area. However, if the stack pointer is pointing to RAM, then all but A and P will be saved.)

DR causes these stored registers to be displayed in the following format:

```
A=01 B=12 C=34 D=56 E=78 F=9A HL=BCDE
I=F0 N=00 P=1234 S=5678 X=9ABC Y=DEF0
A'23 B'45 C'67 D'89 E'AB F'CD HL'EF01
```

If interrupts were enabled when the monitor was entered, then N=1. Otherwise, N=0.

The flag registers, F and F', are packed as follows:

S,Z,x,H x,P/V,N,C

i.e., sign, zero, (unknown), half-carry, (unknown), parity or overflow, subtraction, and carry flags.

GO

[3] G (CR)

The Z80 registers are loaded with the values saved in the user-register area. (These are the values displayed with the DR command.) Execution then resumes at

the location contained in the user-program-counter, P.

[4] G starting-addr (CR)

This command is exactly like [3] except that the user-program-counter, P, is first loaded with starting-address. Thus, execution begins at starting-address.

GO WITH BREAKPOINTS SET

[5] G / breakpoint-addr-1 breakpoint-addr-2 . . . (CR)

[6] G starting-addr / brkpt-addr-1 brkpt-addr-2 . . . (CR)

Commands [5] and]6] are like [3] and [4], respectively, except that breakpoints are set at breakpoint-address-1, breakpoint-address-2, etc.

When a breakpoint is encountered in the execution of the user program, the monitor is re-entered. All registers are saved in the user register area (which is part of the system stack), the address of the breakpoint is printed, and all breakpoints are cleared (i.e., the user program is restored to its original state). Finally, the prompt, ' : ' is issued for the next command from the keyboard. Note the following about the use of breakpoints:

(a) Breakpoints can only be set in programs residing in RAM. This is because the monitor inserts a RST 48 instruction (F7 hex) at each breakpoint location. (The original contents of these locations are saved so that they can later be restored.)

(b) Up to five breakpoints can be set. If an attempt is made to set a sixth breakpoint, the monitor will print a question mark to indicate error, erase all breakpoints, and prompt for a new command.

(c) When a breakpoint is set, the monitor inserts a 3-byte jump instruction at location 30 hex. This means that locations 30, 31, and 32 hex are not available to the user program when breakpoints are used.

(d) The monitor temporarily uses ten bytes on the user's stack in executing a breakpoint. The area reserved for the user's stack must, therefore, be at least ten bytes larger than that required for the user's program.

(e) If breakpoints are set in a program and the computer is reset and the monitor re-entered before any breakpoint is reached in the execution of the program, then the breakpoints will have to be removed from the program by means of the Substitute Memory command, SM. However, if any breakpoint is reached, all breakpoints are automatically cleared by the monitor.

INITIALIZE BAUD RATE

[7] I (CR)

After the CARRIAGE-RETURN is typed, change the baud rate of the terminal to the desired value and then push the CARRIAGE-RETURN until the monitor responds with its prompt, ' : '.

The monitor is capable of selecting 19200, 9600, 4800, 2400, 1200, 300, 150, or 110 baud when used with the Cromemco TUART I/O board. The maximum number of carriage-returns required to select any of these baud rates is four.

The command is particularly useful for setting the baud rate of the second serial port on the TUART. (See Multiple Commands.)

MOVE

[8] M source-addr source-end destination-addr (CR)

or

M source-addr S swath-width destination-addr (CR)

Move the contents of memory beginning with source-address and ending with source-end to destination-address. After the move, the monitor verifies that source and destination are the same. This will result in a print-out of discrepancies which are not really errors after certain types of overlapping moves. However, this print-out can be terminated by depressing ESCAPE or ALT MODE.

The Move command can be used to fill a block of memory with a constant. For example, to enter zeros between locations 100 and 108, use the Substitute Memory command to enter 0 at location 100, and then move 100 through 107 to 101:

```
M100  107  101
or
M 100  S  8  101
```

Care should be taken not to overwrite the system stack which resides in the top of active RAM. (See System Stack.)

NULLS

[9] N hex-number (CR)

Write hex-number nulls to the current device. This command is used to punch leaders and trailers on paper tape. (See Multiple Commands.)

OUTPUT

[10] O data-byte port-number (CR)

Outputs data to a port. One use of this command is to select banks on Cromemco memory boards. When the monitor is first entered on power-up or reset, it selects bank 0 and turns off all other memory banks.

Either a software output or a monitor output to port 40 hex serves to change the bank selection. To select bank n, output a byte with bit n high. To select two banks, n and m, output a byte with both bits n and m high.

Bank	Output byte
0	01
1	02
2	04
3	08
4	10
5	20
6	40
7	80

For example, the first command selects bank 5 and the second selects banks 4 and 5.

O 20 40
O 30 40

PROGRAM

[11] P source-addr source-end destination-addr (CR)

or

P source-addr S swath-width destination-addr (CR)

Program from source-address through source-end into PROMS beginning at destination-address.

If the length of the source is not a multiple of 400H (1024 decimal) or if the destination does not begin at 400H boundary, the monitor will reject the command. (Multiples of 400H end in '000', '400', '800', or 'C00'.)

Any number of 2708 or 2704 PROMS can be programmed in the execution of one command as long as there are enough BYTESAVERS to contain them. Each PROM is verified with its source after all are programmed and any discrepancies are printed out. If there are none, the prompt ' : ' is issued and the monitor awaits the next command.

Software can be loaded into a PROM in as small increments as you desire provided it is added to previously unused areas of the PROM.

This is done by first using the Move command, M, to transfer the current contents of the PROM down to RAM, adding the new software to an area of RAM which corresponds to the unused portion of the PROM and finally using the Program command, P, to reprogram the PROM with the result.

Although the entire PROM must always be programmed, it never hurts to re-write the same data over again.

In general, a 1 may be written over a 1, a 0 over either a 1 or a 0, but the only way to change 0's to 1's is to erase the PROM with appropriate UV light. (See the BYTESAVER manual for details.)

READ

[12] R destination-addr destination-end (CR)

or

R destination-addr S swath-width (CR)

Read binary or ASCII input from paper tape reader or console and store in memory from destination-address through destination-end. After destination-end has been filled, the monitor prompts for the next command.

SUBSTITUTE MEMORY

[13] SM address (CR)

Substitute Memory desplays the contents of address and outputs a dot, ' . ', as a prompt for the substituted value. If no change is desired, type a space or another dot. Otherwise, enter the new value. The monitor accepts hex digits until it gets a delimiter, such as a space, dot, or carriage-return retaining the last two digits entered as the value. Unless the delimiter is a carriage-return, the monitor outputs the contents of the next sequential memory location with a dot prompt. A carriage-return terminates the command.

SUBSTITUTE REGISTER

[14] S register-name (CR)

Register-name may be A, B, C, D, E, F, H (HL), I, N (state of the Z80 interrupt flip-flop), P (PC), S (SP), A', B', C', D', E', F', H' (HL'), X (IX), or Y (IY).

This command prints the name of the user-register requested, displays its contents, outputs a dot, ' . ', as a prompt for the substituted value. If no change is desired, type a space or another dot. Otherwise, enter the new value. The monitor accepts hex digits until it gets a delimiter such as space, dot, or carriage-return retaining the last two digits (four digits for a 2-byte register). Unless the delimiter is a carriage-return, the monitor prints the name and contents of the next register followed by the dot prompt. A carriage return terminates the command.

UART SELECT

[15] U device-name (CR)

Device-name may be A or B. The Cromemco TUART has two UARTs. When the monitor is entered via reset, UART A is selected for its input/output channel. This command allows the user to change the UART selection. It is often used in the multiple command mode (see page 2).

VERIFY

[16] V source-addr source-end destination-addr (CR)

or

V source-addr S swath-width destination-addr (CR)

Verify that the block of memory between source-address and source-end contains the same values as the block beginning at destination-address. The addresses and contents are printed for each discrepancy found (unless the print-out is terminated by ESCAPE or ALT MODE).

This command works by reading bytes from the source and destination and comparing them. If a discrepancy is found, the memory is read again for print-out. Thus, it can happen that a discrepancy is printed-out with the source and destination contents indicated to be the same. This is caused by a defective memory element.

WRITE

[17] W source-addr source-end (CR)

or

W source-addr S swath-width (CR)

Write binary or ASCII output from source-address through source-end to the current device (selected by the UART command). After source-end has been written, the monitor prompts for the next command.

The Write command is useful for punching binary or ASCII paper tapes of the contents of memory and for looking at the ASCII contents of memory on the console.

When punching a paper tape, it is usually desirable to punch series of nulls as leader and trailer. This can best be done in conjunction with the Null command and the After operator. (See Multiple Commands for examples of this usage.)

Program Listing

```
                        0002 ;
                        0003 ;
(0000)                  0004 STAT:    EQU     0               ;STATUS PORT, DEVICE A
(0001)                  0005 DATA:    EQU     1               ;DATA PORT, DEVICE A
(0002)                  0006 ACMNDP:  EQU     2               ;COMMAND PORT, DEV. A
(0000)                  0007 ABAUDP:  EQU     0               ;BAUD PORT, DEVICE A
(0004)                  0008 APARLP:  EQU     4               ;PARALLEL PORT, DEV. A
(0052)                  0009 BCMNDP:  EQU     52H             ;COMMAND PORT, DEV. B
(0054)                  0010 BPARLP:  EQU     54H             ;PARALLEL PORT, DEV. B
(0040)                  0011 DAV:     EQU     40H             ;DATA-AVAILABLE MASK
(0080)                  0012 TBE:     EQU     80H             ;XMITTER-BUF-EMPTY MSK
                        0013 ;
(0005)                  0014 NBRKPT:  EQU     5               ;ALLOW ROOM FOR
(0016)                  0015 BPSTOR:  EQU     NBRKPT*4+2      ;BREAKPOINT STORAGE
(0016)                  0016 TEMPS:   EQU     BPSTOR
(000B)                  0017 BPMRK:   EQU     0BH             ;USED TO MARK THE SET-
                        0018 ;                                ;TING OF A BP IN BPSTOR.
(0030)                  0019 RSTLC:   EQU     30H             ;RST LOCATION
(0000)                  0020 CASE:    EQU     0               ;(REQUIRES UPPER-CASE)
(0005)                  0021 B2F:     EQU     5               ;2-BYTE FLAG
(0006)                  0022 PF:      EQU     6               ;PRIME-ABLE REG FLAG
(0007)                  0023 CRF:     EQU     7               ;CRLF FLAG
                        0024 ;
(000D)                  0025 CR:      EQU     0DH
(000A)                  0026 LF:      EQU     0AH
(001B)                  0027 ESC:     EQU     1BH
(007D)                  0028 ALT:     EQU     7DH
                        0029 ;
                        0030 ; DISPLACEMENTS FROM IX OF HI BYTE OF REG PAIRS
                        0031 ;
                        0032 ;
(FFFF)                  0033 DUPC:    EQU     -1
(FFFD)                  0034 DUAF:    EQU     -3
(FFFB)                  0035 DUBC:    EQU     -5
(FFF9)                  0036 DUDE:    EQU     -7
(FFF7)                  0037 DUHL:    EQU     -9
(FFF5)                  0038 DUSP:    EQU     -11
(FFF3)                  0039 DUIX:    EQU     -13
(FFF1)                  0040 DUIY:    EQU     -15
(FFEF)                  0041 DUIN:    EQU     -17             ;I & THE INTERRUPT FF
(FFED)                  0042 DUAF2:   EQU     -19
(FFEB)                  0043 DUBC2:   EQU     -21
(FFE9)                  0044 DUDE2:   EQU     -23
(FFE7)                  0045 DUHL2:   EQU     -25
                        0046 ;
(001A)                  0047 LENRGS:  EQU     DUPC-DUHL2+2
                        0048 ;
                        0049 ;
                        0050 ;
                        0051 ;
E000                    0052          ORG     0E000H
                        0053 ;
                        0054 ; ENTER THE MONITOR FROM RESET.
                        0055 ; COLD START ENTRY. INITIALIZES THE UART
                        0056 ; AND ZEROES THE BREAKPOINT STACK POINTER.
                        0057 ; ALTERS THE A-REGISTER.  SAVES ALL OTHER
                        0058 ; REGISTERS EXCEPT THE PROGRAM COUNTER,
```

```
                        0059 ; BUT DOES NOT DISPLAY THEM.
                        0060 ;
E000  3E01              0061 CSTART: LD      A,1
E002  D340              0062         OUT     40H,A          ;SELECT BANK 0
E004  F5                0063         PUSH    AF             ;SIMULATE UPC
E005  F5                0064         PUSH    AF             ;USER-F-REGISTER
E006  1842              0065         JR      COMMON
                        0066 ;
                        0067 ;
                        0068 ;
                        0069 ; WARM START ENTRY.  INITIALIZES THE BREAKPOINT
                        0070 ; STORAGE POINTER.  SAVES ALL REGISTERS EXCEPT
                        0071 ; THE PROGRAM COUNTER, BUT DOES NOT DISPLAY THEM.
                        0072 ;
E008  F5                0073 WSTART: PUSH    AF             ;SIMULATE UPC
E009  F5                0074         PUSH    AF             ;UAF
E00A  3E80              0075         LD      A,80H          ;FLAG:
E00C  183C              0076         JR      COMMON         ;WARM-START ENTRY
                        0077 ;
                        0078 ;
                        0079 ; CHECK INPUT & RETURN WITH DATA IF READY.
                        0080 ;
E00E  DB00              0081 CHKIN:  IN      A,STAT
E010  E640              0082         AND     DAV
E012  C8                0083         RET     Z
E013  DB01              0084         IN      A,DATA
E015  C9                0085         RET
                        0086 ;
                        0087 ;
                        0088 ; GET CHARACTER FROM INPUT.
                        0089 ;
E016  CD0EE0            0090 GBYTE:  CALL    CHKIN
E019  28FB              0091         JR      Z,GBYTE
E01B  E67F              0092         AND     7FH
E01D  C9                0093         RET
                        0094 ;
                        0095 ;
                        0096 ; PRINT CHARACTER.
                        0097 ;
E01E  F5                0098 PBYTE:  PUSH    AF
E01F  DB00              0099 PBY1:   IN      A,STAT
E021  E680              0100         AND     TBE
E023  28FA              0101         JR      Z,PBY1
E025  F1                0102         POP     AF
E026  D301              0103         OUT     DATA,A
E028  C9                0104         RET
                        0105 ;
                        0106 ;
                        0107 ; SELECT DEVICE A & INITIALIZE ITS BAUD RATE.
                        0108 ; ENTER WITH A=1.
                        0109 ;
E029  D354              0110 INIT:   OUT     BPARLP,A       ;SELECT DEVICE A
E02B  D352              0111         OUT     BCMNDP,A       ;RESET DEVICE B
                        0112 ;                              ;[CONTINUE BELOW]
                        0113 ;
                        0114 ;
                        0115 ; INITIALIZE BAUD RATE OF THE CURRENT DEVICE.
```

```
                        0116 ;
                        0117 ; PUSH CARRIAGE-RETURN TO SELECT THE PROPER BAUD
                        0118 ; RATE FOR THE CURRENT TERMINAL.  (THE MAXIMUM
                        0119 ; NUMBER OF CARRIAGE-RETURNS REQUIRED IS FOUR.)
                        0120 ;
                        0121 ; WITHE THE CROMEMCO TUART ANY OF THE FOLLOWING
                        0122 ; BAUD RATES CAN BE SELECTED:
                        0123 ; 19200, 9600, 4800, 2400, 1200, 300, 150, 110.
                        0124 ;
                        0125 ; WITH THE 3P+S:  2400, 300, 110.
                        0126 ;
                        0127 ; TWO CARRIAGE-RETURNS ARE REQUIRED FOR
                        0128 ; ANY UART WITH A FIXED BAUD RATE.
                        0129 ;
E02D  21A3E3            0130 INITBAUD: LD    HL,BAUDRS
E030  0E00              0131         LD      C,ABAUDP
E032  3E11              0132         LD      A,11H           ;OCTUPLE THE CLOCK
E034  D302              0133 IT1:    OUT     ACMNDP,A        ;& RESET CURRENT DEVICE
E036  EDA3              0134         OUTI
E038  CD16E0            0135         CALL    GBYTE
E03B  CD16E0            0136         CALL    GBYTE
E03E  FE0D              0137         CP      CR
E040  3E01              0138         LD      A,1             ;SLOW THE CLOCK
E042  20F0              0139         JR      NZ,IT1
E044  C9                0140         RET
                        0141 ;
                        0142 ;
                        0143 ; BREAKPOINT ENTRY. INITIALIZES NOTHING.
                        0144 ; SAVES ALL REGISTERS AND DISPLAYS THEM.
                        0145 ;
E045  E3                0146 SVMS:   EX      (SP),HL         ;ADJUST BRKPT
E046  2B                0147         DEC     HL              ;RET ADDR
E047  E3                0148         EX      (SP),HL
E048  F5                0149         PUSH    AF              ;UAF
E049  97                0150         SUB     A               ;FLAG:
                        0151 ;                               ;BREAKPOINT ENTRY;
                        0152 ;
                        0153 ;
E04A  C5                0154 COMMON: PUSH    BC              ;UBC
E04B  47                0155         LD      B,A             ;ENTRY FLAG
E04C  D5                0156         PUSH    DE              ;UDE
E04D  E5                0157         PUSH    HL              ;UHL
                        0158 ;
                        0159 ; PLACE SYS STACK AT HIGHEST PAGE OF
                        0160 ; AVAILABLE RAM.
                        0161 ; ALLOW ROOM FOR TEMP STORAGE.
                        0162 ;
E04E  21E900            0163         LD      HL,00FFH-TEMPS
E051  25                0164 COM1:   DEC     H
E052  7E                0165         LD      A,(HL)
E053  34                0166         INC     (HL)
E054  BE                0167         CP      (HL)            ;DID IT CHANGE?
E055  28FA              0168         JR      Z,COM1
E057  35                0169         DEC     (HL)            ;YES. RESTORE IT.
                        0170 ;
E058  78                0171         LD      A,B             ;ENTRY FLAG
E059  EB                0172         EX      DE,HL
```

```
E05A  210900       0173          LD      HL,9
E05D  39           0174          ADD     HL,SP           ; -> UPC, HI BYTE
E05E  010A00       0175          LD      BC,10
E061  EDB8         0176          LDDR
                   0177 ;
E063  13           0178          INC     DE              ;-> UHL,LO ON SYS STK
E064  EB           0179          EX      DE,HL
E065  F9           0180          LD      SP,HL           ;CURRENT SYS SP
E066  EB           0181          EX      DE,HL
E067  010B00       0182          LD      BC,DUPC-DUHL+3
E06A  09           0183          ADD     HL,BC           ;HL = USER SP
E06B  E5           0184          PUSH    HL              ;USP
E06C  DDE5         0185          PUSH    IX              ;UIX
E06E  FDE5         0186          PUSH    IY              ;UIY
E070  EB           0187          EX      DE,HL
E071  09           0188          ADD     HL,BC
E072  4D           0189          LD      C,L             ;SAVE
E073  2B           0190          DEC     HL
E074  E5           0191          PUSH    HL
E075  DDE1         0192          POP     IX
E077  FE01         0193          CP      1               ;ENTRY?
E079  3807         0194          JR      C,COM3          ;SKIP IF VIA BP.
E07B  71           0195          LD      (HL),C          ;BP PNTR, LO BYTE
E07C  23           0196          INC     HL
E07D  3600         0197          LD      (HL),0          ;BP-STACK ENDMARK
                   0198 ; INITIALIZE THE TUART IF ENTRY WAS VIA RESET.
                   0199 ; (A CONTAINS 1.)
                   0200 ;
E07F  CC29E0       0201          CALL    Z,INIT
                   0202 ;
E082  ED57         0203 COM3:    LD      A,I
E084  67           0204          LD      H,A
E085  2E00         0205          LD      L,0
E087  E28BE0       0206          JP      PO,COM4
E08A  2C           0207          INC     L
E08B  E5           0208 COM4:    PUSH    HL              ;UIN
E08C  08           0209          EX      AF,AF'
E08D  F5           0210          PUSH    AF              ;UAF'
E08E  08           0211          EX      AF,AF'
E08F  D9           0212          EXX
E090  C5           0213          PUSH    BC              ;UBC'
E091  D5           0214          PUSH    DE              ;UDE'
E092  E5           0215          PUSH    HL              ;UHL'
E093  D9           0216          EXX
                   0217 ;
                   0218 ; IF CY IS SET, ENTRY WAS VIA A BREAKPOINT
E094  21F0E3       0219          LD      HL,HEAD
E097  D40FE2       0220          CALL    NC,PMSG
E09A  018650       0221          LD      BC,[['P'+CASE] SHL 8]+86H ;IF BP ENTRY,
E09D  DC23E3       0222          CALL    C,SUBR3         ;DISPLAY THE PC.
                   0223 ;
                   0224 ;
                   0225 ;CLEAR ALL BREAKPOINTS
                   0226 ;
                   0227 ;
E0A0  DDE5         0228 CLBP:    PUSH    IX
E0A2  E1           0229          POP     HL              ;POINTS TO BPSP,LO
```

```
E0A3  6E          0230          LD      L,(HL)          ;BPSP NOW IN HL
                  0231 ;
E0A4  7E          0232 CL1:     LD      A,(HL)          ;BP STK EMPTY?
E0A5  FE0B        0233          CP      BPMRK           ;IF BPMRK, BP IS SET
E0A7  200A        0234          JR      NZ,CL2
                  0235 ;
E0A9  34          0236          INC     (HL)            ;BP-ERASED MARK
E0AA  2B          0237          DEC     HL
E0AB  56          0238          LD      D,(HL)
E0AC  2B          0239          DEC     HL
E0AD  5E          0240          LD      E,(HL)
E0AE  2B          0241          DEC     HL
E0AF  EDA8        0242          LDD                     ;RESTORE MEM CONTENTS
E0B1  18F1        0243          JR      CL1
                  0244 ;
E0B3  7D          0245 CL2:     LD      A,L
E0B4  2B          0246          DEC     HL
E0B5  77          0247          LD      (HL),A          ;ADJUST BPSP
                  0248 ;
E0B6  11E6FF      0249          LD      DE,-LENRGS      ;FOR THE BENEFIT
E0B9  19          0250          ADD     HL,DE           ;OF ERROR & ESCPE
E0BA  F9          0251          LD      SP,HL           ;RE-INITIALIZE SP
                  0252 ;
                  0253 ;
                  0254 ; GET 1-BYTE COMMAND.
                  0255 ; RETURNS VALUE IN HL & JUMPS TO THAT ADDR.
                  0256 ;
E0BB  CD4DE1      0257          CALL    CRLF
E0BE  11BEE0      0258 CMND:    LD      DE,CMND         ;SET-UP RETURN
E0C1  D5          0259          PUSH    DE
E0C2  21AEE3      0260 CMND1:   LD      HL,PRMPT        ;RE-ENTRY POINT
E0C5  CD0FE2      0261          CALL    PMSG            ;FOR RECURSION
                  0262 ; HL NOW PNTS TO THE COMMAND TABLE.
                  0263 ;
                  0264 ; GET THE COMMAND.
                  0265 ; DE GETS THE FIRST ALPHA CHAR LESS 'D'.
                  0266 ;
E0C8  CDDDE1      0267          CALL    SKSG0           ;GET NON-SPACE
E0CB  C8          0268          RET     Z               ;IF CR, IGNORE.
E0CC  D644        0269          SUB     'D'+CASE        ; < 'D'?
E0CE  3815        0270          JR      C,ERROR
E0D0  FE14        0271          CP      'W'-'D'+1       ; > 'W'?
E0D2  3011        0272          JR      NC,ERROR
E0D4  5F          0273          LD      E,A
E0D5  1600        0274          LD      D,0
                  0275 ;
E0D7  4A          0276          LD      C,D             ;INITIALIZE FOR SUBR
E0D8  EB          0277          EX      DE,HL
E0D9  29          0278          ADD     HL,HL           ;TIMES 2
E0DA  19          0279          ADD     HL,DE           ; + TBL ADDR
E0DB  5E          0280          LD      E,(HL)
E0DC  23          0281          INC     HL
E0DD  56          0282          LD      D,(HL)
E0DE  EB          0283          EX      DE,HL
E0DF  CDDDE1      0284          CALL    SKSG0           ;NEXT CMND GHAR
E0E2  FE4D        0285          CP      'M'+CASE        ;(USED IN SUBST & DISPL)
E0E4  E9          0286          JP      (HL)
```

```
                        0287 ;
                        0288 ;
                        0289 ; ERROR & ESCAPE. RETURNS TO CMND WITH SP
                        0290 ; POINTING TO SAVED-REG AREA (UHL').
                        0291 ;
E0E5  3E3F              0292 ERROR:  LD      A,'?'
E0E7  CD12E1            0293         CALL    PCHR
E0EA  18B4              0294 ESCPE:  JR      CLBP            ;CLEAR ANY BRKPTS
                        0295 ;
                        0296 ;
                        0297 ; PROGRAM PROMS. ABORTS IF DESTINATION
                        0298 ; IS NOT ON A 1K (400H) BOUNDARY, OR IF SWATH
                        0299 ; WIDTH IS NOT A MULTIPLE OF 1K.
                        0300 ;
                        0301 ;
E0EC  CDA5E1            0302 PROG:   CALL    L3NCR
E0EF  78                0303         LD      A,B             ;ARE INCREMENT &
E0F0  B2                0304         OR      D               ;DESTINATION BOTH
E0F1  E603              0305         AND     3               ;MULTIPLES OF
E0F3  B1                0306         OR      C               ;1024?
E0F4  B3                0307         OR      E
E0F5  20EE              0308 ERRV1:  JR      NZ,ERROR        ;ERROR VECTOR
                        0309 ;
E0F7  E5                0310         PUSH    HL              ;SOURCE
E0F8  214001            0311         LD      HL,320          ;# OF ITERATIONS
E0FB  E3                0312 PR1:    EX      (SP),HL
E0FC  CD1AE2            0313         CALL    MVE             ;MOVE IT
E0FF  E3                0314         EX      (SP),HL
E100  2B                0315         DEC     HL              ;ITERATION CT
E101  7C                0316         LD      A,H
E102  B5                0317         OR      L
E103  20F6              0318         JR      NZ,PR1
E105  E1                0319         POP     HL
E106  1861              0320         JR      VRFY            ;VERIFY IT
                        0321 ;
                        0322 ;
                        0323 ; PRINT THE 2 BYTES IN (HL) & (HL-1).
                        0324 ; DECREMENTS HL BY 2.  ALTERS A.
                        0325 ; PRESERVES OTHER REGS.
                        0326 ;
E108  CDECE1            0327 P2NMS:  CALL    PNM
E10B  2B                0328         DEC     HL
E10C  CDECE1            0329         CALL    PNM
E10F  2B                0330         DEC     HL              ;(CONTINUE BELOW)
                        0331 ;
                        0332 ;
                        0333 ; PRINT SPACE.  ALTERS A.
                        0334 ;
E110  3E20              0335 SPACE:  LD      A,20H           ;(CONTINUE BELOW)
                        0336 ;
                        0337 ;
                        0338 ; PRINT THE CHARACTER IN THE A-REGISTER.
                        0339 ; (CHKS INPUT FOR ESC.) PRESERVES ALL REGS.
                        0340 ;
E112  F5                0341 PCHR:   PUSH    AF              ;SAVE THE CHAR
E113  E67F              0342 PC1:    AND     7FH
E115  FE1B              0343         CP      ESC
```

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E117  28D1        0344          JR      Z,ESCPE
E119  FE7D        0345          CP      ALT             ;ALT MODE?
E11B  28CD        0346          JR      Z,ESCPE
E11D  CD0EE0      0347          CALL    CHKIN
E120  20F1        0348          JR      NZ,PC1
                  0349 ;
E122  F1          0350 PC2:     POP     AF
E123  E5          0351          PUSH    HL
E124  F5          0352          PUSH    AF
E125  E67F        0353          AND     7FH
E127  CD1EE0      0354          CALL    PBYTE
E12A  21ABE3      0355          LD      HL,LFNN
E12D  FE0D        0356          CP      CR
E12F  CC0FE2      0357          CALL    Z,PMSG
E132  FE3C        0358          CP      '<'             ;RECURSIVE CALL
E134  200B        0359          JR      NZ,PC3          ;ON CMND?
E136  F1          0360          POP     AF
E137  3E0D        0361          LD      A,CR            ;YES.  CONVERT
E139  F5          0362          PUSH    AF              ;'<' TO A CR.
E13A  D5          0363          PUSH    DE
E13B  C5          0364          PUSH    BC
E13C  CDC2E0      0365          CALL    CMND1
E13F  C1          0366          POP     BC
E140  D1          0367          POP     DE
E141  F1          0368 PC3:     POP     AF
E142  E1          0369          POP     HL
E143  C9          0370          RET
                  0371 ;
                  0372 ;
                  0373 ; GET CHARACTER. RETURNS IT IN A.
                  0374 ; ALTERS F.
                  0375 ;
E144  CD16E0      0376 GCHR:    CALL    GBYTE
E147  CD12E1      0377          CALL    PCHR
E14A  28F8        0378          JR      Z,GCHR          ;IF NULL DON'T RETURN
E14C  C9          0379          RET
                  0380 ;
                  0381 ;
                  0382 ; CRLF. ALTERS A ONLY.
                  0383 ;
E14D  3E0D        0384 CRLF:    LD      A,CR
E14F  18C1        0385          JR      PCHR
                  0386 ;
                  0387 ;
                  0388 ; LOADS HL WITH SOURCE ADDR, BC & DE
                  0389 ; WITH THE INCREMENT.  ENDS WITH A CRLF.
                  0390 ;
E151  97          0391 L2NCR0:  SUB     A
                  0392 ;
E152  CD8BE1      0393 L2NCR:   CALL    LD2N
                  0394 ;
                  0395 ; SKIP INITIAL SPACES.
                  0396 ; IF DELIMITER NOT A CR, ERROR
                  0397 ;
E155  CDDEE1      0398 SKSGCR:  CALL    SKSG            ;WAIT FOR NON-SPACE
E158  209B        0399          JR      NZ,ERRV1        ;IF NOT CR, ERROR
E15A  EB          0400          EX      DE,HL
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E15B  C9          0401          RET
                  0402 ;
                  0403 ;
                  0404 ; PRINT THE NUMBER IN HL, FOLLOWED BY A COLON.
                  0405 ; PRESERVES ALL REGISTERS EXCEPT A.
                  0406 ;
E15C  CD4DE1      0407 PCADDR:  CALL    CRLF
                  0408 ;
E15F  CDF2E1      0409 PADDR:   CALL    PNHL
E162  3E3A        0410          LD      A,':'
E164  18AC        0411          JR      PCHR
                  0412 ;
                  0413 ;
                  0414 ; COMMAND
                  0415 ;
E166  CDA5E1      0416 VERIF:   CALL    L3NCR           ;GET 3 OPERANDS
                  0417 ;
                  0418 ; COMPARES TWO AREAS OF MEMORY.  ENTER WITH
                  0419 ; SOURCE IN HL, DESTINATION IN DE & COUNT
                  0420 ; IN BC.  ALTERS ALL REGISTERS.
                  0421 ;
E169  1A          0422 VRFY:    LD      A,(DE)
E16A  EDA1        0423          CPI                     ;COMPARE TO SOURCE
E16C  2B          0424          DEC     HL
E16D  C4F2E1      0425          CALL    NZ,PNHL         ;PRINT SOURCE ADDR
E170  C4E9E1      0426          CALL    NZ,PSNM         ; & CONTENTS
E173  EB          0427          EX      DE,HL
E174  C4E9E1      0428          CALL    NZ,PSNM         ; & DEST CONTENTS
E177  C4EFE1      0429          CALL    NZ,PSNHL        ; & DEST ADDR
E17A  C44DE1      0430          CALL    NZ,CRLF
E17D  EB          0431          EX      DE,HL
E17E  23          0432          INC     HL
E17F  13          0433          INC     DE
E180  E0          0434          RET     PO              ;IF BC=0, DONE.
E181  18E6        0435          JR      VRFY
                  0436 ;
                  0437 ;
                  0438 ; COMMAND
                  0439 ;
E183  CDA5E1      0440 MOVE:    CALL    L3NCR           ;OPERANDS
E186  CD1AE2      0441          CALL    MVE             ;MOVE IT
E189  18DE        0442          JR      VRFY
                  0443 ;
                  0444 ;
                  0445 ;
                  0446 ; LOAD TWO NUMBERS. LOADS DE WITH THE BEGINNING
                  0447 ; ADDR, N1. LOADS BC & HL WITH THE INCREMENT
                  0448 ; N2-N1+1 (OR WITH N2 IF THE OPR IS 'S').
                  0449 ; RETURNS WITH LAST DELIMITER IN A.
                  0450 ;
                  0451 ;
E18B  CDAEE1      0452 LD2N:    CALL    GNHL            ;N1 TO HL, DELIM TO A
E18E  EB          0453          EX      DE,HL           ;SAVE N1 IN DE
E18F  CDDEE1      0454          CALL    SKSG            ;GET NEXT NON-SPACE
E192  FE53        0455          CP      'S'+CASE        ;SWATH?
E194  2005        0456          JR      NZ,L2N1
                  0457 ;
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E196  CDADE1      0458          CALL    GNHLØ           ;YES. INCREMENT TO HL.
E199  18Ø7        0459          JR      L2N2
                  0460 ;
E19B  CDAEE1      0461 L2N1:    CALL    GNHL            ;INCREMENT
E19E  B7          0462          OR      A               ;CLEAR CY
E19F  ED52        0463          SBC     HL,DE           ;N2-N1
E1A1  23          0464          INC     HL              ;INCLUDE END POINT
E1A2  44          0465 L2N2:    LD      B,H
E1A3  4D          0466          LD      C,L             ;BC GETS THE INCRM
E1A4  C9          0467          RET
                  0468 ;
                  0469 ;
                  0470 ; LOAD 3 OPERANDS. HL GETS THE SOURCE, BC
                  0471 ; THE INCREMENT, AND DE THE 3RD OPERAND.
                  0472 ;
E1A5  CD8BE1      0473 L3NCR:   CALL    LD2N
                  0474 ; (CONTINUE BELOW)
                  0475 ;
                  0476 ;
                  0477 ; ENTER WITH SPACE OR THE FIRST DIGIT
                  0478 ; OF A NUMBER IN A. LOADS HL WITH
                  0479 ; WITH A NEW NUMBER & THEN EXCHANGES
                  0480 ; DE & HL. FINISHES WITH A CRLF.
                  0481 ;
E1A8  CDAEE1      0482 L1NCR:   CALL    GNHL            ;SKIP SPACES, LOAD HL
E1AB  18A8        0483          JR      SKSGCR          ;WAIT FOR A CR
                  0484 ;
                  0485 ;
                  0486 ; CLEARS HL. IF ENTERED WITH HEX CHAR IN A,
                  0487 ; SHIFTS IT INTO HL. O/W, IGNORES LEADING
                  0488 ; SPACES. FIRST CHAR MUST BE HEX. CONTINUES
                  0489 ; SHIFT UNTIL A NON-HEX CHAR RECEIVED & THEN
                  0490 ; RETURNS WITH THE LATTER IN A.
                  0491 ; PRESERVES B,C,D,E.
                  0492 ;
                  0493 ;
E1AD  97          0494 GNHLØ:   SUB     A
                  0495 ;
E1AE  C5          0496 GNHL:    PUSH    BC              ;SAVE
E1AF  210000      0497          LD      HL,Ø            ;CLR BUFFER
                  0498 ; STRIP LEADING SPACES & GET CHAR
E1B2  CDDEE1      0499          CALL    SKSG
                  0500 ; FIRST CHAR MUST BE HEX
E1B5  CDC6E1      0501          CALL    HEXSH           ;IF HEX, SHIFT INTO HL
E1B8  DAE5EØ      0502          JP      C,ERROR         ;O/W, ERROR
E1BB  CD44E1      0503 GN1:     CALL    GCHR
E1BE  CDC6E1      0504          CALL    HEXSH           ;IF HEX SHIFT INTO HL
E1C1  78          0505          LD      A,B             ;RESTORE CHAR
E1C2  30F7        0506          JR      NC,GN1  ;IF HEX, CONTINUE
E1C4  C1          0507          POP     BC              ;IF NON-HEX, DONE
E1C5  C9          0508          RET
                  0509 ;
                  0510 ;
                  0511 ; IF A CONTAINS HEX CHAR, SHIFTS BINARY EQUIVALENT
                  0512 ; INTO HL. IF NOT HEX, RET WITH CY SET. SAVES
                  0513 ; ORIGINAL CHAR IN B
                  0514 ;
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E1C6  47          0515 HEXSH:  LD      B,A
E1C7  D630        0516         SUB     '0'              ; < '0'?
E1C9  D8          0517         RET     C
E1CA  C6E9        0518         ADD     '0'-['G'+CASE]
E1CC  D8          0519         RET     C
E1CD  D6FA        0520         SUB     'A'-'G'
E1CF  3003        0521         JR      NC,HX1           ;OK IF >= 'A'
E1D1  C607        0522         ADD     ['A'+CASE]-['9'+1]
E1D3  D8          0523         RET     C
E1D4  C60A        0524 HX1:    ADD     '9'+1-'0'
                  0525 ; THE A-REG NOW CONTAINS THE HEX DIGIT IN BINARY.
                  0526 ; (THE HIGH-ORDER NIBBLE OF A IS 0.)
E1D6  29          0527 HXSH4:  ADD     HL,HL            ;SHIFT 4 BITS INTO HL
E1D7  29          0528         ADD     HL,HL
E1D8  29          0529         ADD     HL,HL
E1D9  29          0530         ADD     HL,HL
E1DA  B5          0531         OR      L
E1DB  6F          0532         LD      L,A
E1DC  C9          0533         RET
                  0534 ;
                  0535 ;
                  0536 ; RETURNS WITH A NON-SPACE IN THE A-REG.
                  0537 ; IF ENTERED WITH A-REG CONTAINING A NULL
                  0538 ; OR A SPACE, GETS NEW CHARS UNTIL FIRST
                  0539 ; NON-SPACE OCCURS. ALTERS AF.
                  0540 ;
E1DD  97          0541 SKSG0:  SUB     A
                  0542 ;
E1DE  B7          0543 SKSG:   OR      A                ;DOES A CONTAIN NULL?
E1DF  CC44E1      0544 SK1:    CALL    Z,GCHR
E1E2  FE20        0545         CP      20H              ;SPACE?
E1E4  28F9        0546         JR      Z,SK1
E1E6  FE0D        0547         CP      CR
E1E8  C9          0548         RET
                  0549 ;
                  0550 ;
                  0551 ;
                  0552 ; PRINT SPACE FOLLOWED BY THE NUMBER POINTED
                  0553 ; TO BY HL. ALTERS A ONLY.
                  0554 ;
E1E9  CD10E1      0555 PSNM:   CALL    SPACE
                  0556 ; (CONTINUE BELOW)
                  0557 ;
                  0558 ; PRINTS THE NUMBER POINTED TO BY HL.
                  0559 ; PRESERVES ALL REGISTERS BUT A.
                  0560 ;
E1EC  7E          0561 PNM:    LD      A,(HL)
E1ED  1808        0562         JR      P2HEX
                  0563 ;
                  0564 ;
                  0565 ;
                  0566 ; PRINT THE NUMBER IN HL.
                  0567 ; PRESERVES ALL BUT A.
                  0568 ;
E1EF  CD10E1      0569 PSNHL:  CALL    SPACE
                  0570 ;
E1F2  7C          0571 PNHL:   LD      A,H
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E1F3  CDF7E1      0572          CALL    P2HEX
E1F6  7D          0573          LD      A,L
                  0574 ;                                ;(CONTINUE BELOW)
                  0575 ;
                  0576 ; PRINT THE NUMBER IN THE A-REGISTER.
                  0577 ; PRESERVES ALL REGISTERS.
                  0578 ;
E1F7  CDFBE1      0579 P2HEX:   CALL    P1HEX
E1FA  1F          0580          RRA
E1FB  1F          0581 P1HEX:   RRA
E1FC  1F          0582          RRA
E1FD  1F          0583          RRA
E1FE  1F          0584          RRA
E1FF  F5          0585          PUSH    AF
E200  E60F        0586          AND     0FH             ;MASK
E202  FE0A        0587          CP      10D             ; <= 9?
E204  3802        0588          JR      C,PH1
E206  C607        0589          ADD     7               ;A THRU F
E208  C630        0590 PH1:     ADD     30H             ;ASCII BIAS
E20A  CD12E1      0591          CALL    PCHR            ;PRINT IT
E20D  F1          0592          POP     AF
E20E  C9          0593          RET
                  0594 ;
                  0595 ;
                  0596 ; PRINT MESSAGE. ENTER WITH ADDR OF MSG
                  0597 ; IN HL.  THE MESSAGE IS TERMINATED
                  0598 ; AFTER PRINTING A CHARACTER WHOSE
                  0599 ; PARITY BIT WAS SET.
                  0600 ; PRESERVES FLAGS, INCREMENTS HL.
                  0601 ;
                  0602 ;
                  0603 ;
E20F  F5          0604 PMSG:    PUSH    AF              ;SAVE
E210  7E          0605 PS1:     LD      A,(HL)
E211  23          0606          INC     HL
E212  CD12E1      0607          CALL    PCHR
E215  17          0608          RLA                     ;LAST CHARACTER?
E216  30F8        0609          JR      NC,PS1          ;IF NOT, LOOP
E218  F1          0610          POP     AF
E219  C9          0611          RET
                  0612 ;
                  0613 ;
                  0614 ; MOVE FROM ONE LOCATION TO ANOTHER. ENTER
                  0615 ; WITH SOURCE ADDR IN HL, DEST IN DE, BYTE
                  0616 ; COUNT IN BC.  PRESERVES ALL REGISTERS.
                  0617 ;
E21A  E5          0618 MVE:     PUSH    HL              ;SOURCE
E21B  D5          0619          PUSH    DE              ;DEST
E21C  C5          0620          PUSH    BC              ;BYTE COUNT
E21D  EDB0        0621          LDIR
E21F  C1          0622          POP     BC
E220  D1          0623          POP     DE
E221  E1          0624          POP     HL
E222  C9          0625          RET
                  0626 ;
                  0627 ;
                  0628 ; COMMAND
```

```
                        0629 ;
                        0630 ; GO <CR> EXECUTION BEGINS AT USER PC.
                        0631 ;
                        0632 ; COMMAND
                        0633 ;
                        0634 ; GO <ADDR1>/<ADDR2> ... <ADDRN>
                        0635 ; EXECUTION BEGINS AT ADDR1 WITH BREAKPOINTS SET
                        0636 ; AT ADDR2,...,ADDRN.
                        0637 ;
                        0638 GO:
                        0639 ; B GETS NBRKPT+1 (MAX. NUMBER OF BP + 1)
                        0640 ; C, THE BREAKPOINT FLAG, GETS 0 (NO BP SET)
E223  010006            0641         LD      BC,[[NBRKPT+1] SHL 8]+0
E226  CDDEE1            0642 GO1:    CALL    SKSG            ;WAIT FOR NON-SPACE
E229  283A              0643         JR      Z,RETN          ;RETN IF CR
E22B  FE2F              0644         CP      '/'             ;BP?
E22D  200D              0645         JR      NZ,GO3
E22F  4F                0646         LD      C,A             ;SET BRKPT FLAG (2FH)
E230  213000            0647         LD      HL,RSTLC        ;TRANSFER
E233  36C3              0648         LD      (HL),0C3H       ;'JP SVMS' TO
E235  2145E0            0649         LD      HL,SVMS
E238  223100            0650         LD      (RSTLC+1),HL    ;RST LOC
E23B  97                0651         SUB     A
E23C  CDAEE1            0652 GO3:    CALL    GNHL            ;GET ADDR
E23F  CB69              0653         BIT     5,C             ; FLAG SET?
E241  EB                0654         EX      DE,HL
E242  DDE5              0655         PUSH    IX
E244  E1                0656         POP     HL
E245  2818              0657         JR      Z,GO5           ;JUMP IF NO BP
                        0658 ;
E247  05                0659         DEC     B               ;IF TOO MANY BP,
E248  CAE5E0            0660         JP      Z,ERROR         ;ERROR.
E24B  6E                0661         LD      L,(HL)          ;HL = BPSP
                        0662 ;
E24C  23                0663         INC     HL              ;BUMP BPSP
E24D  EB                0664         EX      DE,HL           ;DE=BPSP, HL= BP ADDR
E24E  EDA0              0665         LDI
E250  2B                0666         DEC     HL
E251  36F7              0667         LD      (HL),0C7H+RSTLC ;RST INSTRUCTION
E253  EB                0668         EX      DE,HL           ;HL=BPSP
E254  73                0669         LD      (HL),E          ;BP ADDR TO STACK
E255  23                0670         INC     HL
E256  72                0671         LD      (HL),D
E257  23                0672         INC     HL
E258  360B              0673         LD      (HL),BPMRK      ;PUNCTUATION (BP SET)
E25A  DD7500            0674         LD      (IX),L
E25D  18C7              0675         JR      GO1
                        0676 ; CHANGE USER PC
E25F  2B                0677 GO5:    DEC     HL
E260  72                0678         LD      (HL),D
E261  2B                0679         DEC     HL
E262  73                0680         LD      (HL),E
E263  18C1              0681         JR      GO1             ;BACK FOR MORE
                        0682 ;
E265  E1                0683 RETN:   POP     HL              ;STRIP ADDR FROM STK
E266  E1                0684         POP     HL              ;UHL'
E267  D1                0685         POP     DE              ;UDE'
```

```
E268  C1          0686          POP     BC              ;UBC'
E269  F1          0687          POP     AF              ;UAF'
E26A  D9          0688          EXX
E26B  08          0689          EX      AF,AF'
                  0690 ;
E26C  F1          0691          POP     AF              ;UIN
E26D  ED47        0692          LD      I,A             ; UI
E26F  F3          0693          DI
E270  3001        0694          JR      NC,RT1
E272  FB          0695          EI
                  0696 ;IFF NOW RESTORED
E273  FDE1        0697 RT1:     POP     IY              ;UIY
E275  DDE1        0698          POP     IX              ;UIX
E277  D1          0699          POP     DE              ;USP
                  0700 ;
                  0701 ; COPY THE REMAINDER OF THE SYS STACK
                  0702 ; TO THE USER STACK. IF THIS TRANSFER
                  0703 ; IS MADE WITHOUT ERROR, SWITCH TO THE
                  0704 ; USER STACK.  OTHERWISE, RETAIN THE
                  0705 ; SYSTEM STACK.
                  0706 ;
E278  210A00      0707          LD      HL,10D
E27B  45          0708          LD      B,L
E27C  39          0709          ADD     HL,SP
E27D  EB          0710          EX      DE,HL
E27E  1B          0711 RT2:     DEC     DE
E27F  2B          0712          DEC     HL
E280  1A          0713          LD      A,(DE)
E281  77          0714          LD      (HL),A
E282  BE          0715          CP      (HL)
E283  2003        0716          JR      NZ,RT3
E285  10F7        0717          DJNZ    RT2
E287  F9          0718          LD      SP,HL
                  0719 ;
E288  E1          0720 RT3:     POP     HL
E289  D1          0721          POP     DE
E28A  C1          0722          POP     BC
E28B  F1          0723          POP     AF
E28C  C9          0724          RET
                  0725 ;
                  0726 ;
                  0727 ; COMMAND.  DISPLAY REGISTERS.
                  0728 ;
                  0729 ; DR
                  0730 ;
                  0731 ; COMMAND.  DISPLAY MEMORY.
                  0732 ;
                  0733 ; DM <STARTING ADDR> <ENDING ADDR OR SWATH>
                  0734 ;
                  0735 ;
E28D  018041      0736 DISPL:   LD      BC,[['A'+CASE] SHL 8]+80H ;[FOR DR}
E290  203F        0737          JR      NZ,SUBR2        ;IF NOT 'M', DR
                  0738 ;
                  0739 ;
E292  CD51E1      0740 DSPM:    CALL    L2NCR0          ;GET OPERANDS
E295  1610        0741 DSPM1:   LD      D,16            ;BYTE COUNT
E297  CD5CE1      0742          CALL    PCADDR          ;ADDRESS
```

```
E29A  CDE9E1      0743 DM2:    CALL    PSNM            ;MEM CONTENTS
E29D  EDA1        0744         CPI                     ;INC HL & DEC BC
E29F  E24DE1      0745         JP      PO,CRLF
E2A2  15          0746         DEC     D
E2A3  28F0        0747         JR      Z,DSPM1
E2A5  7A          0748         LD      A,D
E2A6  E603        0749         AND     3
E2A8  CC10E1      0750         CALL    Z,SPACE
E2AB  CC10E1      0751         CALL    Z,SPACE
E2AE  18EA        0752         JR      DM2
                  0753 ;
                  0754 ;
                  0755 ; COMMAND.  SUBSTITUTE MEMORY LOCATION.
                  0756 ;
                  0757 ; SM <ADDR>
                  0758 ;
                  0759 ; COMMAND.  SUBSTITUTE USER-REGISTER.
                  0760 ;
                  0761 ; S<REGISTER NAME>
                  0762 ;
                  0763 ; REGISTER NAMES: P [PC], S [SP],
                  0764 ; A, F, B, C, D, E, H [HL],
                  0765 ; I, N [IFF], X [IX], Y [IY],
                  0766 ; A',F',B',C',D',E',H' [HL'].
                  0767 ;
                  0768 ;
E2B0  2016        0769 SUBST:  JR      NZ,SUBR         ;IN NOT 'M', SR
                  0770 ;
                  0771 ;
E2B2  97          0772 SUBM:   SUB     A
E2B3  47          0773         LD      B,A             ;1-BYTE MASK
E2B4  CDA8E1      0774         CALL    L1NCR
E2B7  EB          0775         EX      DE,HL           ;HL GETS ADDR
E2B8  CC5CE1      0776 SM1:    CALL    Z,PCADDR
E2BB  CC10E1      0777         CALL    Z,SPACE
                  0778 ; PRINT CURRENT VALUE, REQUEST NEW VALUE &
                  0779 ; PRINT IT IF GIVEN
E2BE  CD32E3      0780         CALL    GSUBV
E2C1  C8          0781         RET     Z               ;IF CR, DONE.
E2C2  23          0782         INC     HL
E2C3  3E07        0783         LD      A,7             ;PRINT ADDRESS IF IT
E2C5  A5          0784         AND     L               ;IS A MULTIPLE OF 8
E2C6  18F0        0785         JR      SM1
                  0786 ;
                  0787 ;
E2C8  47          0788 SUBR:   LD      B,A
E2C9  CD44E1      0789         CALL    GCHR
E2CC  FE27        0790         CP      ''''
E2CE  2002        0791         JR      NZ,SR2
E2D0  0C          0792         INC     C               ;TURN ON THE PRIME-FLAG
E2D1  97          0793 SUBR2:  SUB     A
E2D2  CD55E1      0794 SR2:    CALL    SKSGCR          ;WAIT FOR CR
E2D5  78          0795 SR3:    LD      A,B
E2D6  D641        0796         SUB     'A'+CASE        ;CHECK THE RANGE
E2D8  DAE5E0      0797         JP      C,ERROR
E2DB  FE19        0798         CP      'Y'-'A'+1
E2DD  D2E5E0      0799         JP      NC,ERROR
```

```
E2E0  5F          0800          LD      E,A
E2E1  1600        0801          LD      D,0
E2E3  21D7E3      0802          LD      HL,RGTBL
E2E6  19          0803          ADD     HL,DE
E2E7  7E          0804          LD      A,(HL)
E2E8  B7          0805          OR      A
E2E9  2833        0806          JR      Z,SR6           ;IF ENTRY = 0, SKIP
E2EB  1E00        0807          LD      E,0
E2ED  CB41        0808          BIT     0,C             ;PRIME?
E2EF  2806        0809          JR      Z,SR4
E2F1  CB76        0810          BIT     PF,(HL)         ;YES. PRIMEABLE REG?
E2F3  2829        0811          JR      Z,SR6           ;IF NOT, SKIP.
E2F5  1E10        0812          LD      E,DUAF-DUAF2
E2F7  E61F        0813 SR4:     AND     1FH             ;STRIP FLAGS FROM ENTRY
E2F9  83          0814          ADD     E
E2FA  5F          0815          LD      E,A
E2FB  C5          0816          PUSH    BC              ;SAVE
E2FC  78          0817          LD      A,B             ;PRINT REG NAME
E2FD  CD12E1      0818          CALL    PCHR
E300  FE48        0819          CP      'H'+CASE
E302  3E4C        0820          LD      A,'L'+CASE
E304  CC12E1      0821          CALL    Z,PCHR
E307  EE71        0822          XOR     'L'+CASE XOR '=';CLEAR CY, A = '='.
E309  CB41        0823          BIT     0,C             ;PRIME?
E30B  2802        0824          JR      Z,SR5
E30D  3E27        0825          LD      A,''''
E30F  CD12E1      0826 SR5:     CALL    PCHR
E312  46          0827          LD      B,(HL)          ;SAVE ORIGINAL ENTRY
E313  DDE5        0828          PUSH    IX
E315  E1          0829          POP     HL              ;STACK FRAME
E316  ED52        0830          SBC     HL,DE           ;HL -> USER REG
E318  CD32E3      0831          CALL    GSUBV           ;PRINT VALUE, REQUEST NEW
E31B  78          0832          LD      A,B             ;SAVE
E31C  C1          0833          POP     BC
E31D  C8          0834          RET     Z               ;DONE IF CR
                  0835 ;
E31E  04          0836 SR6:     INC     B               ;NEXT REG
E31F  07          0837          RLCA                    ;Y OR H?
E320  30B3        0838          JR      NC,SR3          ;IF NEITHER, LOOP
E322  07          0839          RLCA                    ;YES, IS IT Y?
E323  CD4DE1      0840 SUBR3:   CALL    CRLF            ;[ENTRY FOR DISPLAYING PC
E326  3805        0841          JR      C,SR8
E328  0641        0842          LD      B,'A'+CASE      ;YES, IT IS Y.
E32A  0C          0843          INC     C               ;TURN ON PRIME-FLAG
E32B  18A8        0844          JR      SR3
E32D  CB41        0845 SR8:     BIT     0,C             ;NO. H OR H'?
E32F  28A4        0846          JR      Z,SR3           ;IF H, LOOP.
E331  C9          0847          RET                     ;IT IS H'. DONE.
                  0848 ;
                  0849 ;
                  0850 ; ENTER WITH HL POINTING TO MEMORY &
                  0851 ; B CONTAINING THE 1-BYTE OR 2-BYTE FLAG.
                  0852 ; PRINTS SPACE, CONTENTS OF (HL), & ALSO (HL-1) FOR
                  0853 ; 2-BYTE REGS, GETS SUBSTITUTION VALUE & LOADS IT.
                  0854 ; RETURNS WITH Z-FLAG SET IFF THE DELIMITER IS
                  0855 ; A CARRIAGE-RETURN.
                  0856 ; PRESERVES BC & HL.
```

```
                          ;
E332   CDECE1     GSUBV:  CALL    PNM             ;PRINT (HL)
E335   CB68               BIT     B2F,B           ;2-BYTE REG?
E337   28Ø4               JR      Z,GS1
E339   2B                 DEC     HL
E33A   CDECE1             CALL    PNM             ;LO BYTE
E33D   79         GS1:    LD      A,C             ;SUBST-OR-DISPLAY FLAG
E33E   Ø7                 RLCA
E33F   38ØA               JR      C,GS2           ;IF DISPLAY, EXIT.
E341   3E2E               LD      A,'.'
E343   CD12E1             CALL    PCHR
E346   CD44E1             CALL    GCHR
E349   FE2F               CP      '.'+1           ;SUBSTITUTION?
E34B   DC12E1     GS2:    CALL    C,PCHR          ;IF NOT, PRINT ANOTHER.
E34E   38ØC               JR      C,GS3
E35Ø   EB                 EX      DE,HL
E351   CDAEE1             CALL    GNHL            ;NEW VALUE
E354   EB                 EX      DE,HL
E355   73                 LD      (HL),E
E356   CB68               BIT     B2F,B
E358   28Ø2               JR      Z,GS3
E35A   23                 INC     HL
E35B   72                 LD      (HL),D
E35C   FEØD       GS3:    CP      CR
E35E   C41ØE1             CALL    NZ,SPACE
E361   C9                 RET
                  ;
                  ;
                  ;...SUBDM ØØ 7E 5 585 BY 5 1ØØ DBE++
                  ;
                  ;
                  ; COMMAND
                  ; SELECT UART-A OR UART-B.
                  ;
                  ; UA
                  ; UB
                  ;
E362   CDA8E1     UART:   CALL    L1NCR           ;A OR B?
E365   7B                 LD      A,E
E366   FEØB               CP      ØBH
E368   2ØØ5               JR      NZ,UARTA
E36A   3E8Ø               LD      A,8ØH
E36C   D3Ø4               OUT     APARLP,A
E36E   C9                 RET
                  ;
E36F   97         UARTA:  SUB     A
E37Ø   D354               OUT     BPARLP,A
E372   C9                 RET
                  ;
                  ;
                  ; COMMAND
                  ; READ BINARY INPUT FROM DATA PORT
                  ;
E373   CD52E1     READB:  CALL    L2NCR           ;GET MEM ADDRS
E376   CDØEEØ     RB1:    CALL    CHKIN           ;GET INPUT
E379   28FB               JR      Z,RB1
E37B   77                 LD      (HL),A          ;TO MEM
```

```
E37C  EDA1        0914          CPI
E37E  E0          0915          RET     PO
E37F  18F5        0916          JR      RB1
                  0917 ;
                  0918 ;
                  0919 ; COMMAND
                  0920 ; WRITE BINARY OUTPUT TO DATA PORT
                  0921 ;
E381  CD52E1      0922 WRITB:   CALL    L2NCR           ;GET MEM ADDRS
E384  7E          0923 WB1:     LD      A,(HL)
E385  CD1EE0      0924          CALL    PBYTE
E388  EDA1        0925          CPI
E38A  E0          0926          RET     PO
E38B  18F7        0927          JR      WB1
                  0928 ;
                  0929 ;
                  0930 ; COMMAND
                  0931 ; PRINT NULLS ON THE CURRENT DEVICE.
                  0932 ;
                  0933 ; N <NUMBER-OF-NULLS>
                  0934 ;
E38D  CDA8E1      0935 NULLS:   CALL    L1NCR
E390  43          0936          LD      B,E
E391  97          0937          SUB     A
E392  CD12E1      0938 N2:      CALL    PCHR
E395  10FB        0939          DJNZ    N2
E397  C9          0940          RET
                  0941 ;
                  0942 ;
                  0943 ; COMMAND
                  0944 ; OUT <DATA-BYTE> <PORT NNUMBER>
                  0945 ;
E398  CDAEE1      0946 OUTP:    CALL    GNHL
E39B  EB          0947          EX      DE,HL           ;E GETS DATA
E39C  CDA8E1      0948          CALL    L1NCR           ;GET PORT NUMBER
                  0949 ;
E39F  4B          0950          LD      C,E             ; TO C
E3A0  ED69        0951          OUT     (C),L
E3A2  C9          0952          RET
                  0953 ;
                  0954 ;
                  0955 ; BAUD RATES.
                  0956 ; WITH THE CROMEMCO TUART: 19200, 9600, 4800,
                  0957 ;                   2400, 1200, 300, 150, 110.
                  0958 ;
                  0959 ; WITH THE 3P+S: 2400, 300, 110.
                  0960 ;
                  0961 ;
E3A3  94CEA292    0962 BAUDRS: DB       94H,0CEH,0A2H,92H,88H,84H,82H,1
      88848201
                  0963 ;
                  0964 ;
E3AB  0A0080      0965 LFNN:    DB      LF,0,0 OR 80H
                  0966 ;
                  0967 ;
E3AE  BA          0968 PRMPT:   DB      ':' OR 80H
                  0969 ; THE COMMAND TBL MUST IMMEDIATELY FOLLOW
```

```
                        0970 ; THE PROMPT MESSAGE
E3AF  8DE2              0971          DW      DISPL           ;DISPLAY: DM, DR
E3B1  E5E0              0972          DW      ERROR           ;E
E3B3  E5E0              0973          DW      ERROR           ;F
E3B5  23E2              0974          DW      GO              ;GO; GO/WITH BREAKPOINTS
E3B7  E5E0              0975          DW      ERROR           ;H
E3B9  2DE0              0976          DW      INITBAUD        ;INITIALIZE BAUD RATE
E3BB  E5E0              0977          DW      ERROR           ;J
E3BD  E5E0              0978          DW      ERROR           ;K
E3BF  E5E0              0979          DW      ERROR           ;L
E3C1  83E1              0980          DW      MOVE            ;MOVE A BLOCK OF MEMORY
E3C3  8DE3              0981          DW      NULLS           ;NULLS
E3C5  98E3              0982          DW      OUTP            ;OUTPUT
E3C7  ECE0              0983          DW      PROG            ;PROGRAM
E3C9  E5E0              0984          DW      ERROR           ;Q
E3CB  73E3              0985          DW      READB           ;READ BINARY OR ASCII
E3CD  B0E2              0986          DW      SUBST           ;SUBSTITUTE: SM, SA, SB,
E3CF  E5E0              0987          DW      ERROR           ;T
E3D1  62E3              0988          DW      UART            ;UART: UA, UB
E3D3  66E1              0989          DW      VERIF           ;VERIFY BLOCKS OF MEMORY
E3D5  81E3              0990          DW      WRITB           ;WRITE BINARY OR ASCII
                        0991 ;
      (0040)            0992 PM:      EQU     1 SHL PF        ;PRIMEABLE-REG MASK
      (0000)            0993 B1M:     EQU     0               ;1-BYTE REG MASK
      (0020)            0994 B2M:     EQU     1 SHL B2F       ;2-BYTE REG MSK
      (0080)            0995 CRM:     EQU     1 SHL CRF       ;CARRIAGE-RETURN MSK
                        0996 ;
E3D7  43                0997 RGTBL:   DB      -DUAF OR PM     ;A
E3D8  45                0998          DB      -DUBC OR PM     ;B
E3D9  46                0999          DB      -DUBC+1 OR PM   ;C
E3DA  47                1000          DB      -DUDE OR PM     ;D
E3DB  48                1001          DB      -DUDE+1 OR PM   ;E
E3DC  44                1002          DB      -DUAF+1 OR PM   ;F
E3DD  00                1003          DB      0
E3DE  E9                1004          DB      -DUHL OR PM OR B2M OR CRM ;H [HL]
E3DF  11                1005          DB      -DUIN OR B1M    ;I
E3E0  00                1006          DB      0
E3E1  00                1007          DB      0
E3E2  00                1008          DB      0
E3E3  00                1009          DB      0
E3E4  12                1010          DB      -DUIN+1 OR B1M  ;N [INTERRUPT FF]
E3E5  00                1011          DB      0
E3E6  21                1012          DB      -DUPC OR B2M    ;PC
E3E7  00                1013          DB      0
E3E8  00                1014          DB      0
E3E9  2B                1015          DB      -DUSP OR B2M    ;SP
E3EA  00                1016          DB      0
E3EB  00                1017          DB      0
E3EC  00                1018          DB      0
E3ED  00                1019          DB      0
E3EE  2D                1020          DB      -DUIX OR B2M    ;X [IX]
E3EF  AF                1021          DB      -DUIY OR B2M OR CRM ;Y [IY]
                        1022 ;
                        1023 ;
E3F0  0D0D4352          1024 HEAD:    DB      CR,CR,'CROMEMCO Z1.','4' OR 80H
      4F4D454D
      434F205A
```

```
      4D312EB4
                    1025 ;

Errors              Ø
Range Count         Ø
```

Symbol Table

ABAUDP	ØØØØ	ACMNDP	ØØØ2	ALT	ØØ7D	APARLP	ØØØ4	B1M	ØØØØ
B2F	ØØØ5	B2M	ØØ2Ø	BAUDRS	E3A3	BCMNDP	ØØ52	BPARLP	ØØ54
BPMRK	ØØØB	BPSTOR	ØØ16	CASE	ØØØØ	CHKIN	EØØE	CL1	EØA4
CL2	EØB3	CLBP	EØAØ	CMND	EØBE	CMND1	EØC2	COM1	EØ51
COM3	EØ82	COM4	EØ8B	COMMON	EØ4A	CR	ØØØD	CRF	ØØØ7
CRLF	E14D	CRM	ØØ8Ø	CSTART	EØØØ	DATA	ØØØ1	DAV	ØØ4Ø
DISPL	E28D	DM2	E29A	DSPM	E292	DSPM1	E295	DUAF	FFFD
DUAF2	FFED	DUBC	FFFB	DUBC2	FFEB	DUDE	FFF9	DUDE2	FFE9
DUHL	FFF7	DUHL2	FFE7	DUIN	FFEF	DUIX	FFF3	DUIY	FFF1
DUPC	FFFF	DUSP	FFF5	ERROR	EØE5	ERRV1	EØF5	ESC	ØØ1B
ESCPE	EØEA	GBYTE	EØ16	GCHR	E144	GN1	E1BB	GNHL	E1AE
GNHLØ	E1AD	GO	E223	GO1	E226	GO3	E23C	GO5	E25F
GS1	E33D	GS2	E34B	GS3	E35C	GSUBV	E332	HEAD	E3FØ
HEXSH	E1C6	HX1	E1D4	HXSH4	E1D6	INIT	EØ29	INITBA	EØ2D
IT1	EØ34	L1NCR	E1A8	L2N1	E19B	L2N2	E1A2	L2NCR	E152
L2NCRØ	E151	L3NCR	E1A5	LD2N	E18B	LENRGS	ØØ1A	LF	ØØØA
LFNN	E3AB	MOVE	E183	MVE	E21A	N2	E392	NBRKPT	ØØØ5
NULLS	E38D	OUTP	E398	P1HEX	E1FB	P2HEX	E1F7	P2NMS	E108
PADDR	E15F	PBY1	EØ1F	PBYTE	EØ1E	PC1	E113	PC2	E122
PC3	E141	PCADDR	E15C	PCHR	E112	PF	ØØØ6	PH1	E208
PM	ØØ4Ø	PMSG	E20F	PNHL	E1F2	PNM	E1EC	PR1	EØFB
PRMPT	E3AE	PROG	EØEC	PS1	E210	PSNHL	E1EF	PSNM	E1E9
RB1	E376	READB	E373	RETN	E265	RGTBL	E3D7	RSTLC	ØØ30
RT1	E273	RT2	E27E	RT3	E288	SK1	E1DF	SKSG	E1DE
SKSGØ	E1DD	SKSGCR	E155	SM1	E2B8	SPACE	E110	SR2	E2D2
SR3	E2D5	SR4	E2F7	SR5	E30F	SR6	E31E	SR8	E32D
STAT	ØØØØ	SUBM	E2B2	SUBR	E2C8	SUBR2	E2D1	SUBR3	E323
SUBST	E2BØ	SVMS	EØ45	TBE	ØØ8Ø	TEMPS	ØØ16	UART	E362
UARTA	E36F	VERIF	E166	VRFY	E169	WB1	E384	WRITB	E381
WSTART	EØØ8								

Cross Reference

```
ABAUDP  0007  0131
ACMNDP  0006  0133
ALT     0028  0345
APARLP  0008  0899
B1M     0993  1005 1010
B2F     0021  0859 0876 0994
B2M     0994  1004 1012 1015 1020 1021
BAUDRS  0962  0130
BCMNDP  0009  0111
BPARLP  0010  0110 0903
BPMRK   0017  0233 0673
BPSTOR  0015  0016
CASE    0020  0221 0269 0285 0455 0518 0522 0736 0796 0819 0820 0822 0842
CHKIN   0081  0090 0347 0911
CL1     0232  0243
CL2     0245  0234
CLBP    0228  0294
CMND    0258  0258
CMND1   0260  0365
COM1    0164  0168
COM3    0203  0194
COM4    0208  0206
COMMON  0154  0065 0076
CR      0025  0137 0356 0361 0384 0547 0880 1024 1024
CRF     0023  0995
CRLF    0384  0257 0407 0430 0745 0840
CRM     0995  1004 1021
CSTART  0061
DATA    0005  0084 0103
DAV     0011  0082
DISPL   0736  0971
DM2     0743  0752
DSPM    0740
DSPM1   0741  0747
DUAF    0034  0812 0997 1002
DUAF2   0042  0812
DUBC    0035  0998 0999
DUBC2   0043
DUDE    0036  1000 1001
DUDE2   0044
DUHL    0037  0182 1004
DUHL2   0045  0047
DUIN    0041  1005 1010
DUIX    0039  1020
DUIY    0040  1021
DUPC    0033  0047 0182 1012
DUSP    0038  1015
ERROR   0292  0270 0272 0308 0502 0660 0797 0799 0972 0973 0975 0977 0978 0979
              0984 0987
ERRV1   0308  0399
ESC     0027  0343
ESCPE   0294  0344 0346
GBYTE   0090  0091 0135 0136 0376
GCHR    0376  0378 0503 0544 0789 0868
GN1     0503  0506
GNHL    0496  0452 0461 0482 0652 0873 0946
GNHL0   0494  0458
```

```
GO       Ø638  Ø974
GOl      Ø642  Ø675 Ø681
GO3      Ø652  Ø645
GO5      Ø677  Ø657
GSl      Ø863  Ø860
GS2      Ø870  Ø865
GS3      Ø880  Ø871 Ø877
GSUBV    Ø858  Ø780 Ø831
HEAD     1Ø24  Ø219
HEXSH    Ø515  Ø501 Ø504
HXl      Ø524  Ø521
HXSH4    Ø527
INIT     Ø110  Ø201
INITBA   Ø130  Ø976
ITl      Ø133  Ø139
LlNCR    Ø482  Ø774 Ø894 Ø935 Ø948
L2Nl     Ø461  Ø456
L2N2     Ø465  Ø459
L2NCR    Ø393  Ø910 Ø922
L2NCRØ   Ø391  Ø740
L3NCR    Ø473  Ø302 Ø416 Ø440
LD2N     Ø452  Ø393 Ø473
LENRGS   ØØ47  Ø249
LF       ØØ26  Ø965
LFNN     Ø965  Ø355
MOVE     Ø440  Ø980
MVE      Ø618  Ø313 Ø441
N2       Ø938  Ø939
NBRKPT   ØØ14  ØØ15 Ø641
NULLS    Ø935  Ø981
OUTP     Ø946  Ø982
PlHEX    Ø581  Ø579
P2HEX    Ø579  Ø562 Ø572
P2NMS    Ø327
PADDR    Ø409
PBYl     ØØ99  Ø101
PBYTE    ØØ98  Ø354 Ø924
PCl      Ø342  Ø348
PC2      Ø350
PC3      Ø368  Ø359
PCADDR   Ø407  Ø742 Ø776
PCHR     Ø341  Ø293 Ø377 Ø385 Ø411 Ø591 Ø607 Ø818 Ø821 Ø826 Ø867 Ø870 Ø938
PF       ØØ22  Ø810 Ø992
PHl      Ø590  Ø588
PM       Ø992  Ø997 Ø998 Ø999 1ØØØ 1ØØ1 1ØØ2 1ØØ4
PMSG     Ø604  Ø220 Ø261 Ø357
PNHL     Ø571  Ø409 Ø425
PNM      Ø561  Ø327 Ø329 Ø858 Ø862
PRl      Ø312  Ø318
PRMPT    Ø968  Ø260
PROG     Ø302  Ø983
PSl      Ø605  Ø609
PSNHL    Ø569  Ø429
PSNM     Ø555  Ø426 Ø428 Ø743
RBl      Ø911  Ø912 Ø916
READB    Ø910  Ø985
RETN     Ø683  Ø643
```

```
RGTBL   0997  0802
RSTLC   0019  0647 0650 0667
RT1     0697  0694
RT2     0711  0717
RT3     0720  0716
SK1     0544  0546
SKSG    0543  0398 0454 0499 0642
SKSG0   0541  0267 0284
SKSGCR  0398  0483 0794
SM1     0776  0785
SPACE   0335  0555 0569 0750 0751 0777 0881
SR2     0794  0791
SR3     0795  0838 0844 0846
SR4     0813  0809
SR5     0826  0824
SR6     0836  0806 0811
SR8     0845  0841
STAT    0004  0081 0099
SUBM    0772
SUBR    0788  0769
SUBR2   0793  0737
SUBR3   0840  0222
SUBST   0769  0986
SVMS    0146  0649
TBE     0012  0100
TEMPS   0016  0163
UART    0894  0988
UARTA   0902  0897
VERIF   0416  0989
VRFY    0422  0320 0435 0442
WB1     0923  0927
WRITB   0922  0990
WSTART  0073
```

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